

ELBERT DAY FESTIVAL

SATURDAY, JULY 11, 2026, 8:00 am to 4:00 pm

VENDOR APPLICATION

PLEASE PRINT CLEARLY

NAME: _____

BUSINESS NAME: _____

ADDRESS: _____

PHONE NUMBER: _____

EMAIL: _____

Please send questions or concerns to elbert.colorado.town.committee@gmail.com

Web Site: www.elberttowncommittee.com **Facebook:** Elbert, CO

# of Spaces	Type	Price	Total Cost
	Outdoor – 10 x 10 (Tent Not Provided – No Electricity)	\$50.00	
	Indoor – Electricity (Includes Tables/Chairs)	\$70.00	
	Indoor – No Electricity (Includes Tables/Chairs)	\$60.00	
	Non-Profit (Outdoor)	\$20.00	
	Food	\$80.00	

DETAILED DESCRIPTION OF YOUR ARTWORK, DEMONSTRATIONS/SERVICES, CRAFTS, ETC:

SPECIAL REQUESTS/ACCOMODATIONS

SUBMIT YOUR APPLICATION AND CHECK, IT IS FIRST COME, FIRST SERVE PER NATURE OF EXHIBIT.

MAKE CHECKS PAYABLE TO: Elbert Town Committee

MAIL TO: Elbert Town Committee, P.O. Box 372, Elbert CO 80106

If you would prefer to pay via PayPal, please contact us through the email above for account information.

- Vendors will be notified by email that their application has been received and accepted. Checks will be deposited upon receipt.
- If this event is canceled for inclement weather or for any other reason outside of the control of the committee; there will be no refunds.
- If you pay for a booth but fail to attend the day of the event; there will be no refunds.
- Vendors are responsible for collecting all required fees and taxes. The sales tax rate in Elbert is 3.9% (1% Elbert & 2.9% Colorado)
- No Pets Allowed at booths.
- **Set up is to be completed before 8:00 AM**
- **Breakdown is not to occur before 4 PM**
- Bring your own extension cords
- Elbert can often experience high winds; due to this it is recommended that cinder blocks or sandbags be used to secure tents.

As a vendor, you assume all risk of injury, and for loss, theft, or damage to your merchandise and display, and release Elbert's "Elbert Day Festival" sponsors, organizers, and its agents from any claims for loss, theft, damage, injury or death.